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Subject: mario 64

Posted by [GrayWolf](#) on Sun, 11 Nov 2007 01:29:59 GMT

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I never released this. So if someone wants to add spawns and bots or something to this here it is.  
[http://www.renhelp.net/uploaded/user/Hero2112/C&C\\_Mario64.zip](http://www.renhelp.net/uploaded/user/Hero2112/C&C_Mario64.zip)

I worked on this for months and never released it. I didn't want it to go to waste so here.

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Subject: Re: mario 64

Posted by [Veyrdite](#) on Sun, 11 Nov 2007 06:47:20 GMT

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Whats all the other stuff?

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Subject: Re: mario 64

Posted by [Oblivion165](#) on Sun, 11 Nov 2007 22:34:21 GMT

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Thats a killer map, really makes me feel at home.

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Subject: Re: mario 64

Posted by [OWA](#) on Mon, 12 Nov 2007 20:27:02 GMT

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Yeah, great map

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Subject: Re: mario 64

Posted by [Xpert](#) on Thu, 24 Nov 2011 01:13:27 GMT

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\*bump\*

Anyone know where I can download this map or if anyone has it anymore?

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Subject: Re: mario 64

Posted by [Gen\\_Blacky](#) on Thu, 24 Nov 2011 01:47:52 GMT

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<http://www.renegadeforums.com/index.php?t=msg&goto=456059&rid=21615>

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Subject: Re: mario 64  
Posted by [YazooGang](#) on Thu, 24 Nov 2011 03:16:27 GMT  
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Gen\_Blacky wrote on Wed, 23 November 2011  
18:47 <http://www.renegadeforums.com/index.php?t=msg&goto=456059&rid=21615>  
[www.mp-gaming.com/renhelp/uploaded/user/Hero2112/C&C\\_Mario64.zip](http://www.mp-gaming.com/renhelp/uploaded/user/Hero2112/C&C_Mario64.zip)

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Subject: Re: mario 64  
Posted by [Xpert](#) on Thu, 24 Nov 2011 08:18:00 GMT  
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Thank you!

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Subject: Re: mario 64  
Posted by [Xpert](#) on Thu, 17 Apr 2014 22:26:55 GMT  
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Blacky, do you still have the .mix file for this map? I lost it again LOL.

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Subject: Re: mario 64  
Posted by [Xpert](#) on Thu, 17 Apr 2014 23:08:55 GMT  
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Nvm, I found it on my flash drive with the recent level edit files.

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Subject: Re: mario 64  
Posted by [havoc9826](#) on Fri, 18 Apr 2014 04:22:42 GMT  
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For future reference, the .zip file containing the first release of the .mix is attached to the first post in the original thread. Not sure I ever downloaded the version in this thread, though, but I may have found it in 2 places through Google (it has .lvl and .lsd files, but no .mix). Links here:

[http://downloads.unifiedtech.org/Games/CnC/Renegade/Maps/NewMaps/C%26C\\_Mario64.z ip](http://downloads.unifiedtech.org/Games/CnC/Renegade/Maps/NewMaps/C%26C_Mario64.zip)

<https://docs.google.com/file/d/0BxYwTxmeErXAZDc5MTM4OTktYTJiZi00NDYzLWE4Y2MtYTl5OTEyZThjMTU5/edit?pli=1>

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Subject: Re: mario 64

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Posted by [Xpert](#) on Fri, 18 Apr 2014 07:13:47 GMT

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havoc9826 wrote on Fri, 18 April 2014 00:22 For future reference, the .zip file containing the first release of the .mix is attached to the first post in the original thread. Not sure I ever downloaded the version in this thread, though, but I may have found it in 2 places through Google (it has .lvl and .lsd files, but no .mix). Links here:

[http://downloads.unifiedtech.org/Games/CnC/Renegade/Maps/NewMaps/C%26C\\_Mario64.z ip](http://downloads.unifiedtech.org/Games/CnC/Renegade/Maps/NewMaps/C%26C_Mario64.zip)

<https://docs.google.com/file/d/0BxYwTxmeErXAZDc5MTM4OTktYtJiZi00NDYzLWE4Y2MtYTl5OTEyZThjMTU5/edit?pli=1>

I saw that topic. I wasn't sure if it was up to date. The .mix file isn't up to date but his .lvl files I believe. Either way, the mix I got is all I needed. I modified the map for sniping. Had a fun 3 v 3 on it lol.

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